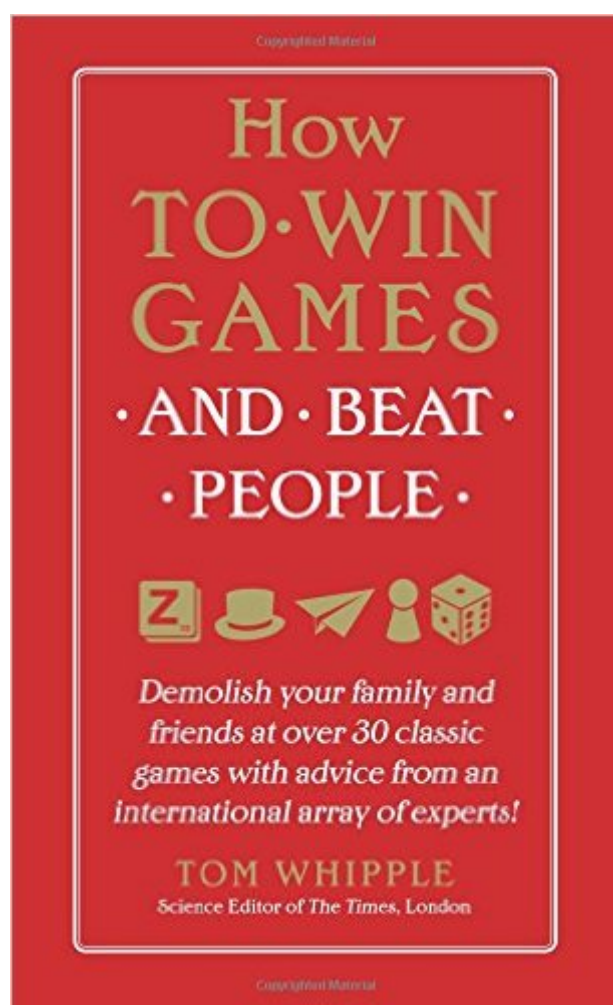# How To Win Games And Beat People: Demolish Your Family And Friends At Over 30 Classic Games With Advice From An International Array Of Experts

Synopsis

Destroy the competition on game night with this seriously funny guide packed with handy strategy, tricks, and tips from the expertsGames are way more fun to play when you winâ "especially when you crush your friends and family! In How to Win Games and Beat People, Times science editor Tom Whipple explores inside tips, strategy, and advice from a ridiculously overqualified array of experts that will help you dominate the competition when playing a wide range of classic gamesâ "from Hangman to Risk to Trivial Pursuit and more.A mathematician explains how to approach Connect 4; a racecar driver guides you through the corners in slot car racing; a mime shares trade secrets for performing the best Charades; a ScrabbleÂ® champion reveals his secret strategies; and a game theorist teaches you to become a real estate magnate, recommending the Monopoly properties to acquire that will bankrupt and embarrass your opponents (sorry, Mom and Dad).Funny, smart, and endlessly useful, this is a must-read for anyone who takes games too seriously, and the bible for sore losers everywhere.

Book Information

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Customer Reviews

What a great premise! What a disappointing book. I am most frustrated in this book because it had so much promise. Many readers may be directed to this book through the podcast Freakonomics, which is where I first heard of it, but sadly the podcast was much more entertaining and informative than the actual book.STRUCTURE. The book on which the title is based, How to Win Friends and Influence People, succeeds because of a series of central themes applied across various situations. It was simple but covered multiple situations. Unfortunately this book tackles 30 very different

games (including Monopoly, Competitive Eating, and Stone Skipping) without any connective ideas, meaning that you cover Drinking Games in three pages.CONTENT. By the time you explain what the game is and basic research, you have precious little time to cover actual strategies. For Drinking Games, the key is to practice in the context of the drinking game. For Charades, the secret is to be collaborative and preferably have signals already worked out. I was not impressed with any game strategy, nor do I believe I will be more successful in games. Perhaps focusing on fewer games and more relatable advice would be better served. In many chapters, the content is more about funny stories than actual strategies, leaving one or two sentences at the end for the unoriginal advice. Even more in-depth chapters like the Connect Four one end up explaining complicated concepts in a few sentences without graphs or examples.CONCLUSION. I wanted to like this book, but now I can only hope that you, fellow reader, don't fall into the same mistake I did. Save your money for something else.

This book is OK. Some areas have advice, some don't. Checkers or draughts, has slightly interesting info, but no advice. It also introduced a classic problem, then doesn't bother to explain the answer. Some chapters are clear. Others have such poor sentence construction that they take several rereads to understand. That's not a UK / American thing, I've lived both. There's a freakonomics podcast containing a competition with the author. It was more interesting than the final work.

Cute but short. Only about 2-3 pages per game isn't enough to delve too far into real strategy or give much of a substantial edge

Interesting background for various games, but not the depth or "insider secrets" I was hoping for.

Hacking: Tapping into the Matrix Tips, Secrets, steps, hints, and hidden traps to hacking: Hacker, Computer, Programming, Security & Encryption Jack and the Hungry Giant Eat Right With Myplate UX Strategy: How to Devise Innovative Digital Products that People Want Managing Your Family's High-Tech Habits: (From Video-Games to the Dark Side of the Web) Information Architecture: For the Web and Beyond Keep Your Love On: Connection Communication And Boundaries The Smarter Screen: Surprising Ways to Influence and Improve Online Behavior The New Rules for Love, Sex, and Dating A Lifelong Love: How to Have Lasting Intimacy, Friendship, and Purpose in Your Marriage Beautiful Data: A History of Vision and Reason since 1945 (Experimental Futures)

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